DARK HORSE
COMICS
DARK HORSE COMICS 22
$2.50 US
$3.40 CAN
COMICS' GREATEST WORLD
SALLY
ALIENS: MONDO PEST
GILROY - CARMEN
MECHA: URBAN RENEWAL
CAMPBELL/FORD - PERRIN - JONES

DARK HORSE #22
COMICS®

ALIENS: MONDO PEST 1

PART 1 OF 3
SCRIPT: HENRY GILROY
ART: RONNIE DEL CARMEN
LETTERER: STEVE DUTRO
COLORS: MATTHEW HOLLINGSWORTH
STORY EDITOR: RYDER WINDHAM

MECHA: URBAN RENEWAL 15

PART 2 OF 2
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PENCILS: DAVID PERRIN
INKS: ROBERT JONES
LETTERER: STEVE DUTRO
COLORS: PAMELA RAMBO

COVER LINE ART: RONNIE DEL CARMEN
COVER COLORS: MATTHEW HOLLINGSWORTH
EDITORS: RANDY STRADLEY, EDWARD MARTIN III
DESIGN: SCOTT TICE

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Dark Horse Comics #22, June 1994. Published monthly by Dark Horse Comics, Inc., 10956 SE Main Street, Milwaukie, Oregon 97222.
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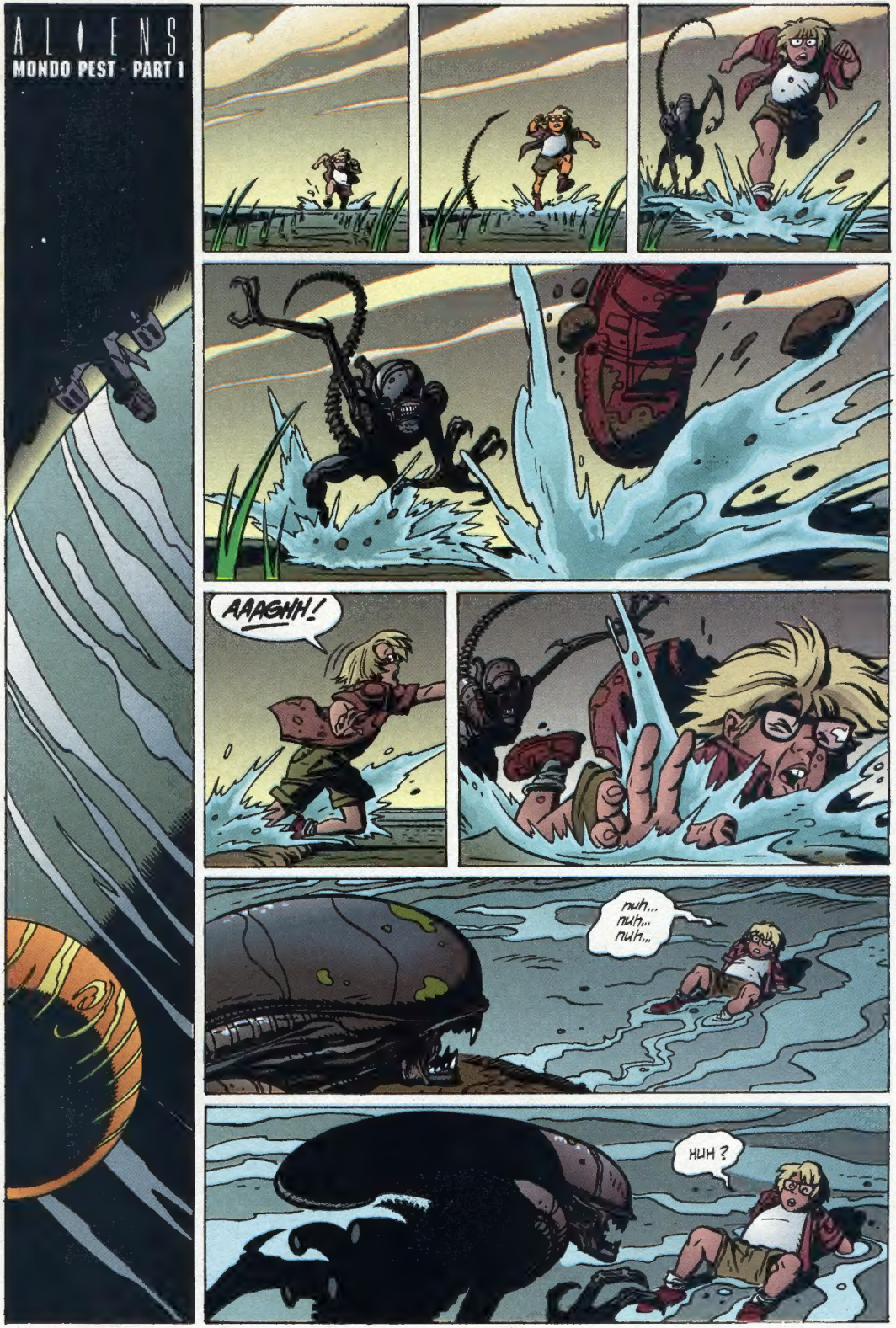
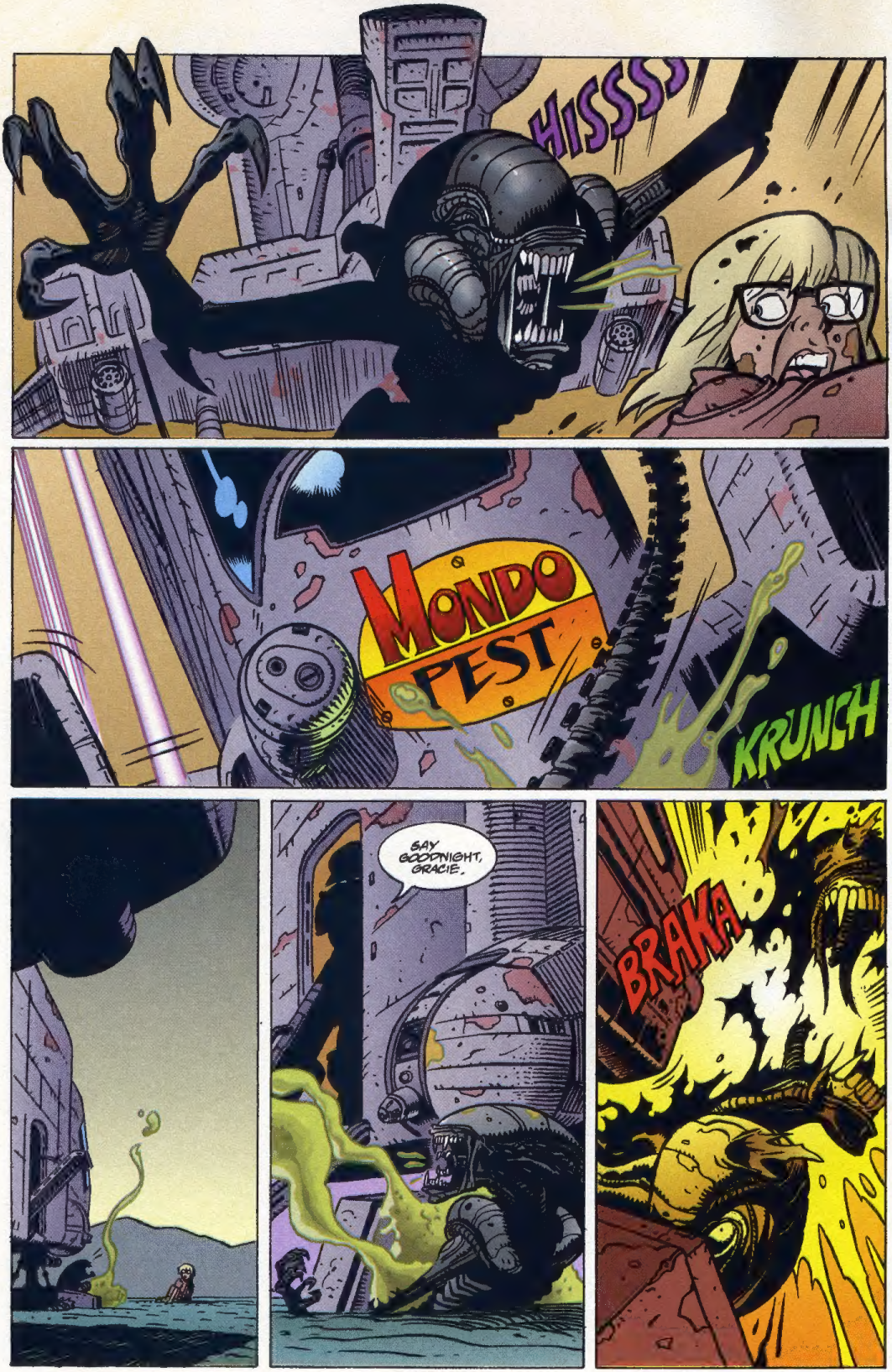
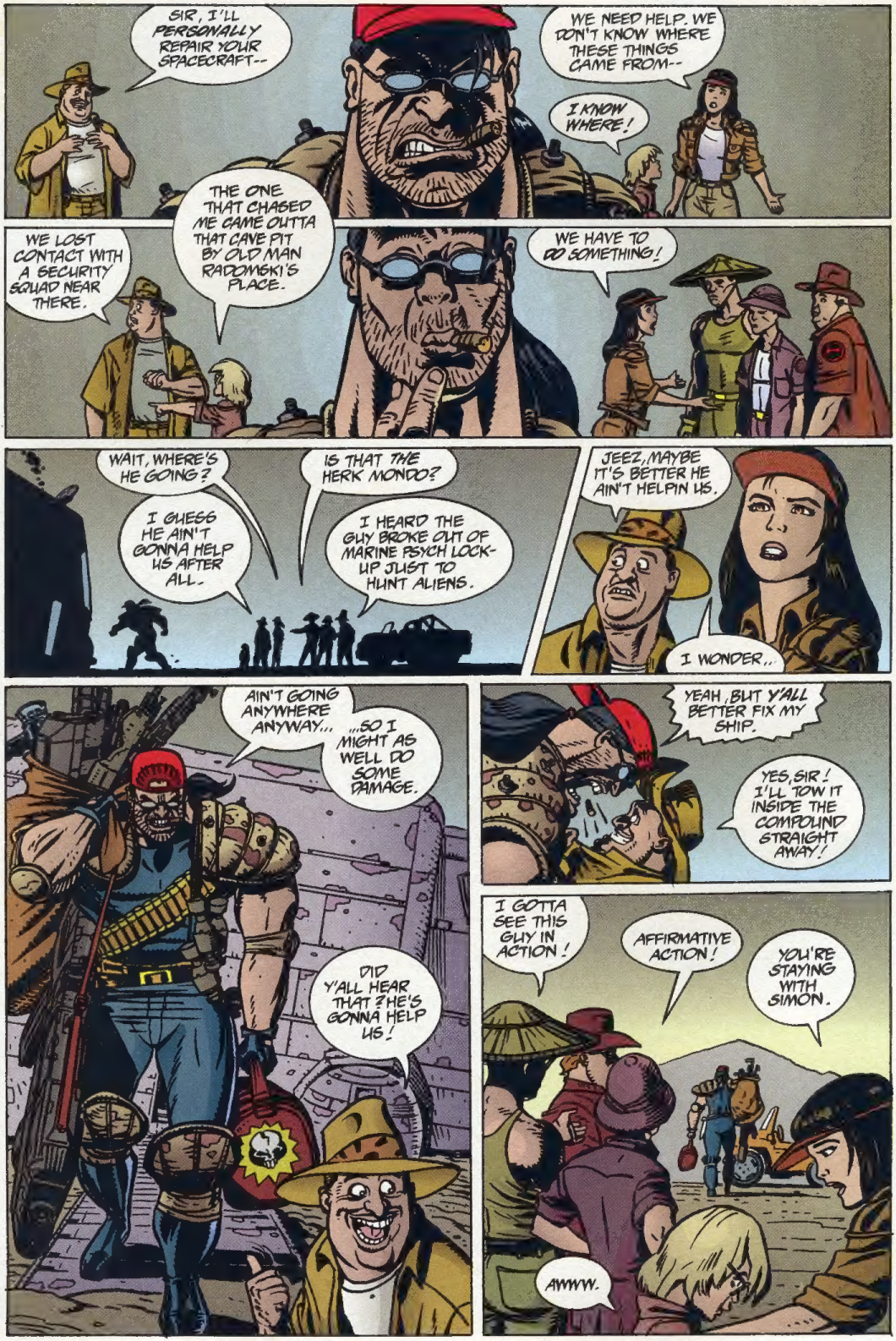

ALIENS
MONDO PEST - PART 1
AAAGHH!
nuh... nuh... nuh...
HUH ?


HISSSS
MONDO PEST
KRUNCH
SAY GOODNIGHT, GRACIE.
BRAKA

NEVER TURN YOUR BACK ON A BUG, KID.
UH-HUH.
PTUI
PISSSS
IS THAT WHERE YOU LIVE?
UH-HUH.
UH-HUH. THAT ALL YOU KNOW HOW TO SAY?
UH-HN,,,N-N- NO. I WAS LOOKING FOR MY UNCLE HANK WHEN THE UM,,, BUG CAME. YOU KNOW,,, THE ONE YOU,,,UH,,, CAN YOU HELP ME FIND HIM,,,MY UNCLE HANK I MEAN? HUH? CAN YOU, MISTER? PLEASE?
YEAH, SURE KID.

HAILING COLONY ORYZA. MONDO PEST REQUESTING LANDING INSTRUCTIONS...
FIRE.
WOOSH
KA-BLAM
WHAT THE--?
SKRASH
YAHOOO
STUPID @#$%^ YAHOOS!

SORRY! SORRY! SORRY!
JUST PAID THE DAMN THING OFF!
WE'RE SORRY, MAN! OUR AIR DEFENSE SYSTEM IS AUTOMATED AND STILL HAS SOME GLITCHES!
NATE! I THOUGHT THE ALIENS GOT YOU! ARE YOU OKAY?
UH-HUH. PAIGE, YOU SHOULDA SEEN IT! HE SQUISHED ONE 'EM UNDER HIS SHIP!
SIMON PLOWRIGHT, COLONY SURVEYOR. YOU MUST BE THE ALIEN BOUNTY HUNTER.
YOU CALLED ABOUT A BUG PROBLEM?
I SENT THE DISTRESS CALL.
COLONY LEADER DR. KELLY ANN PAIGE. I... I CAN'T BELIEVE SOMEBODY CAME TO HELP US.
PTH!! YOU KNOW WHAT YOU DONE TO MY SHIP IS GONNA COST YOU EXTRA.
THIS IS AN AGRI-COLONY. WE'RE FARMERS. WE HAVEN'T ANY CREDITS OR... OR--
WHAT?!
WE CAN OFFER DEVELOPED LAND IN EXCHANGE FOR YOUR SERVICES.
LET ME GET THIS STRAIGHT, LADY. FIRST YOU BLAST ME OUTTA THE SKY...
I DIDN--
THEN YOU EXPECT ME TO WORK FOR STOCK IN THE RICE FIELDS OF THIS MUDBALL...
NO WONDER NOBODY ELSE SHOWED UP.


SIR, I'LL PERSONALLY REPAIR YOUR SPACECRAFT--
WE NEED HELP. WE DON'T KNOW WHERE THESE THINGS CAME FROM--
I KNOW WHERE!
THE ONE THAT CHASED ME CAME OUTTA THAT CAVE PIT BY OLD MAN RADOMSKI'S PLACE.
WE LOST CONTACT WITH A SECURITY SQUAD NEAR THERE.
WE HAVE TO DO SOMETHING!
WAIT, WHERE'S HE GOING?
I GUESS HE AIN'T GONNA HELP US AFTER ALL.
IS THAT THE HERK MONDO?
I HEARD THE GUY BROKE OUT OF MARINE PSYCH LOCK-UP JUST TO HUNT ALIENS.
JEEZ, MAYBE IT'S BETTER HE AIN'T HELPIN US.
I WONDER...
AIN'T GOING ANYWHERE ANYWAY...
...SO I MIGHT AS WELL DO SOME DAMAGE.
DID Y'ALL HEAR THAT? HE'S GONNA HELP US!
YEAH, BUT Y'ALL BETTER FIX MY SHIP.
YES, SIR! I'LL TOW IT INSIDE THE COMPOUND STRAIGHT AWAY!
I GOTTA SEE THIS GUY IN ACTION!
AFFIRMATIVE ACTION!
YOU'RE STAYING WITH SIMON.
AWWW.

I'VE NEVER SEEN ANYTHING LIKE IT, MONDO.
ONLY ONE IN EXISTENCE. SPITS SHELLS SIMULTANEOUSLY THROUGH BOTH BARRELS.
GOES THROUGH THE AMMO FAST BUT YOU'D HATE TO BE ON THE BUSINESS END, LADY.
I WAS TALKING ABOUT YOUR TATTOO. AND YOU CAN CALL ME PAIGE.
SALLY
DON'T ASK ABOUT THE TATTOO...
...LADY.
OKAY, VOLUNTEERS, THIS ISN'T GOING TO BE FUN. IF YOU WANT TO WAIT HERE, I'LL UNDERSTAND.
HEY, WE'VE HAD WEAPONS TRAINING.
YEAH, WE CAN TAKE IT!
ALL RIGHT. YOU DO WHAT I SAY WHEN I SAY. NOW LET'S GO GET 'EM!
ARE THEY... THE ALIENS, I MEAN ...AS VICIOUS AS THEY SAY?
LIKE A TWO-HEADED RABID DOG ON SPEED TABS NOW GET YOUR FATT BUTT DOWN HERE!
YUH-YES SIR, MR. MONDO!
LADY YOU GOT BUGS ALRIGHT.

BETTER NOT USE THAT FLAMETHROWER, MR. MONDO. I THINK THIS IS MAGNESIUM.
PRUI
NAG NAG NAG.
MAGNESIUM?
YEP. ONCE THIS STUFF STARTS BURNING, THERE AIN'T NO PUTTING IT OUT.
BE WORTH A FORTUNE TO A MINERAL CORPS, THOUGH.
SHH!
THIS WAY.
WHHH... WHHH...
HANK!

HANG IN THERE. WE'LL GET YOU OUT!
UH-UH... DON'T BOTHER. JUST UH... GET IT OVER WITH.
HE'S DEAD ALREADY.
NO...
HE'S RIGHT, PAIGE.
K-K-KILL ME...
NO!

BEHIND YOU!
IT'S ABOUT TIME!
BRAK
KRAK
GAAAHH!
SUNUVABITCH!
BRAK BRAKA BRAK

AH! AH! AH!
BRAKA BRAKA BRAKA
BRAKA BRA
WEAPONS TRAINING MY BUTT!
OH! SO, YOU WANT SOME MORE, HUH?
CLICK!
CRAP!
PTUI

AAARG!
KRAK!
DAMMIT!
SHRAAAK!
FRASH
KA-CHOW
KA-CHOW
KA-CHOW
COME BACK HERE WITH MY HAND!
CONTINUED...

THE NEXT BEST THING TO GETTING WHACKED IN THE HEAD WITH A GIANT WOODEN MALLET!

THE MASK™

MAKING HOLLYWOOD SAFE FOR COMIC-BOOK CHARACTERS!

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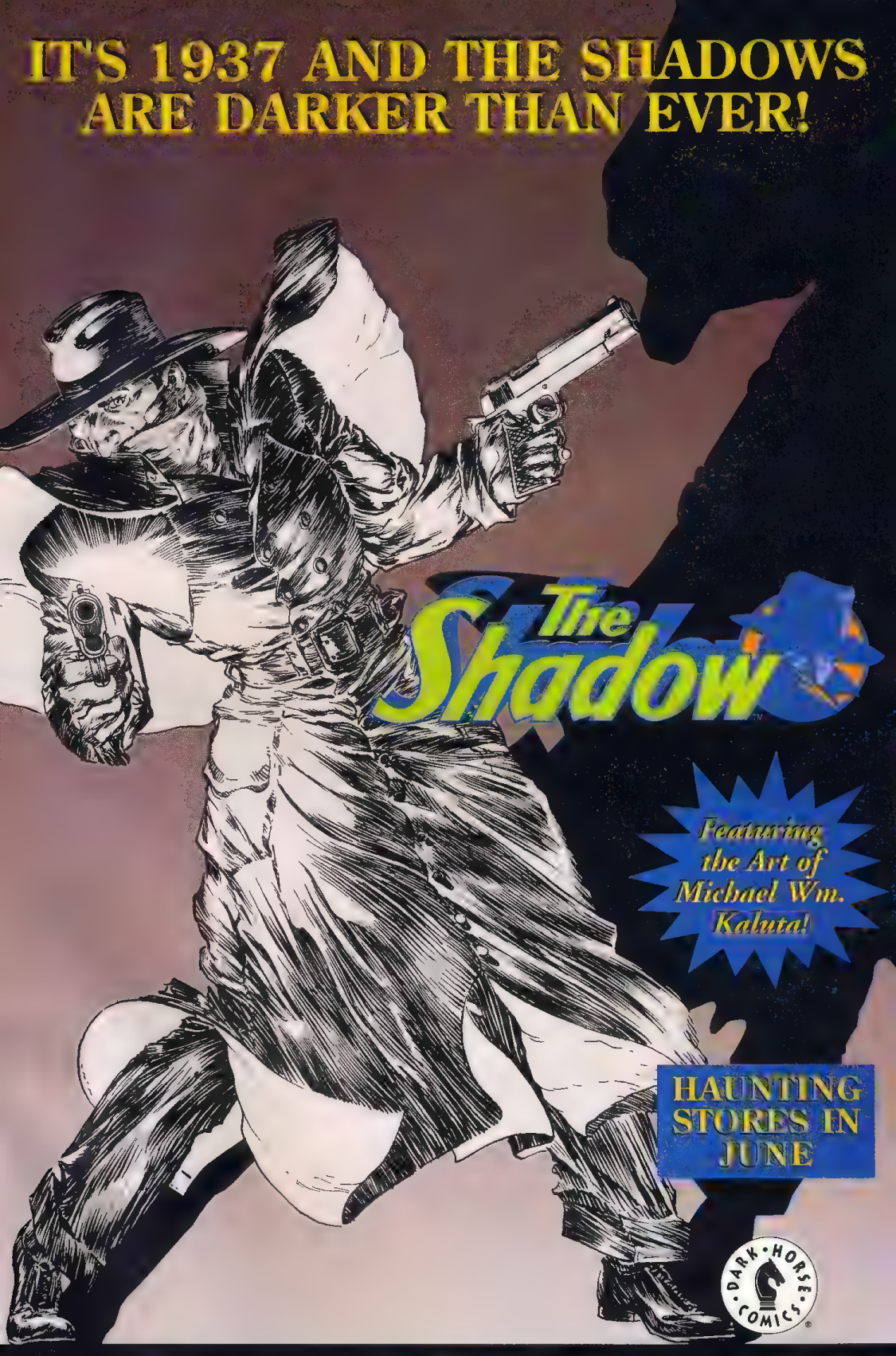
IT'S 1937 AND THE SHADOWS ARE DARKER THAN EVER!
The Shadow
Featuring the Art of Michael Wm. Kaluta!
HAUNTING STORES IN JUNE
DARK HORSE COMICS
THE WORLD'S GREATEST COMICS!™

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MECHA™
URBAN RENEWAL
PART TWO OF TWO
SON, IF YOU'VE HURT THIS MAN, WE'LL TAKE YOU APART.

I'LL GET BACK AT THAT CHROME DUDE AS SOON AS THE TEAM GETS...
AH!
FANTASTIC!

OKAY, SHERIFF, LET'S PLAY BALL.
IF YOU DUCK THIS ONE, YOU GOT MY PAL TO DEAL WITH.
GO GET 'IM, BARNEY!
HA! ROCK BEATS SCISSORS!

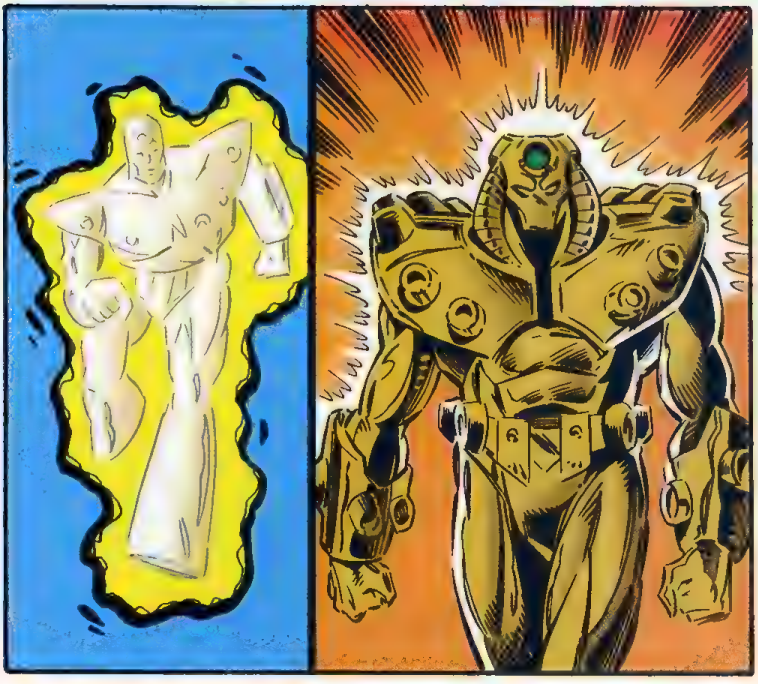
HEY, WE'RE THE DEMOLITION GANG. LET'S DEMOLISH!
KABOOSH
KRACKA BOOM

ROCKIN', DYNAMITE! LET ACETYLENE CARRY THE BALL FROM HERE.

SHEESH...
I'LL BE...
...I'M NOT SURE IF I'M THE GOOD GUY ANY MORE.
THESE PEOPLE ARE OKAY IN MY BOOK. I THINK I'D LIKE TO HELP THEM.
MAYBE I ALREADY DID WHEN I LET THEM USE ME AS A WRECKING BALL.

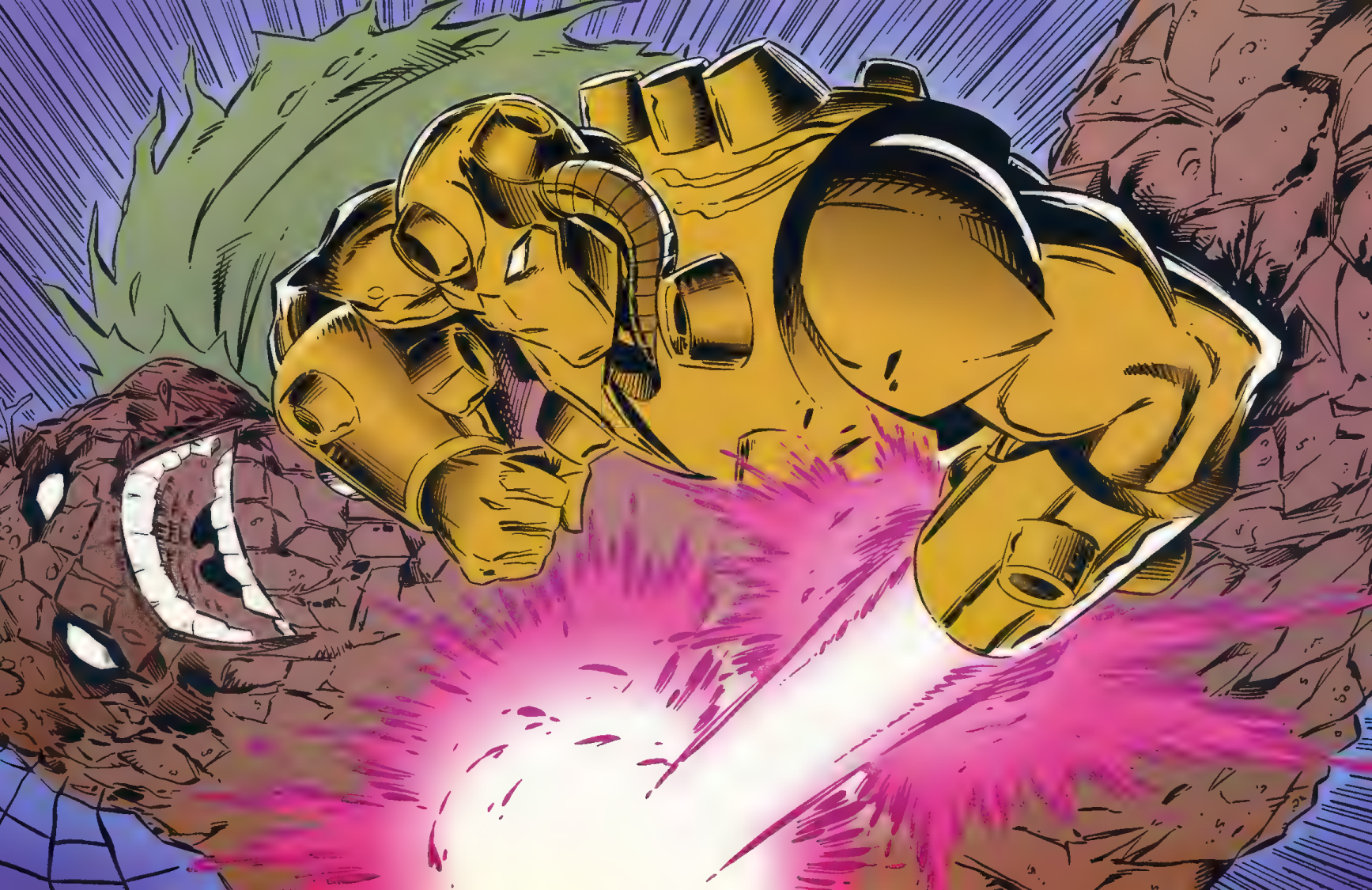
OH NO! THIS WILL BE A MASSACRE!
ALL UNITS MOVE IN! THE BIG CHROME GUY FLAKED OUT.
I'VE NEVER TRUSTED THESE TYPES. THEY ALWAYS SIDE WITH EACH OTHER.
COFFEE BREAK! IT'S THE PIGS!
LET'S PLAY BALL!

POLIC
NO MORE DILEMMA!



IT'S ANOTHER ONE OF THEM GUYS!

YEAH, AND I'M TIRED OF MESSING AROUND...
POOM



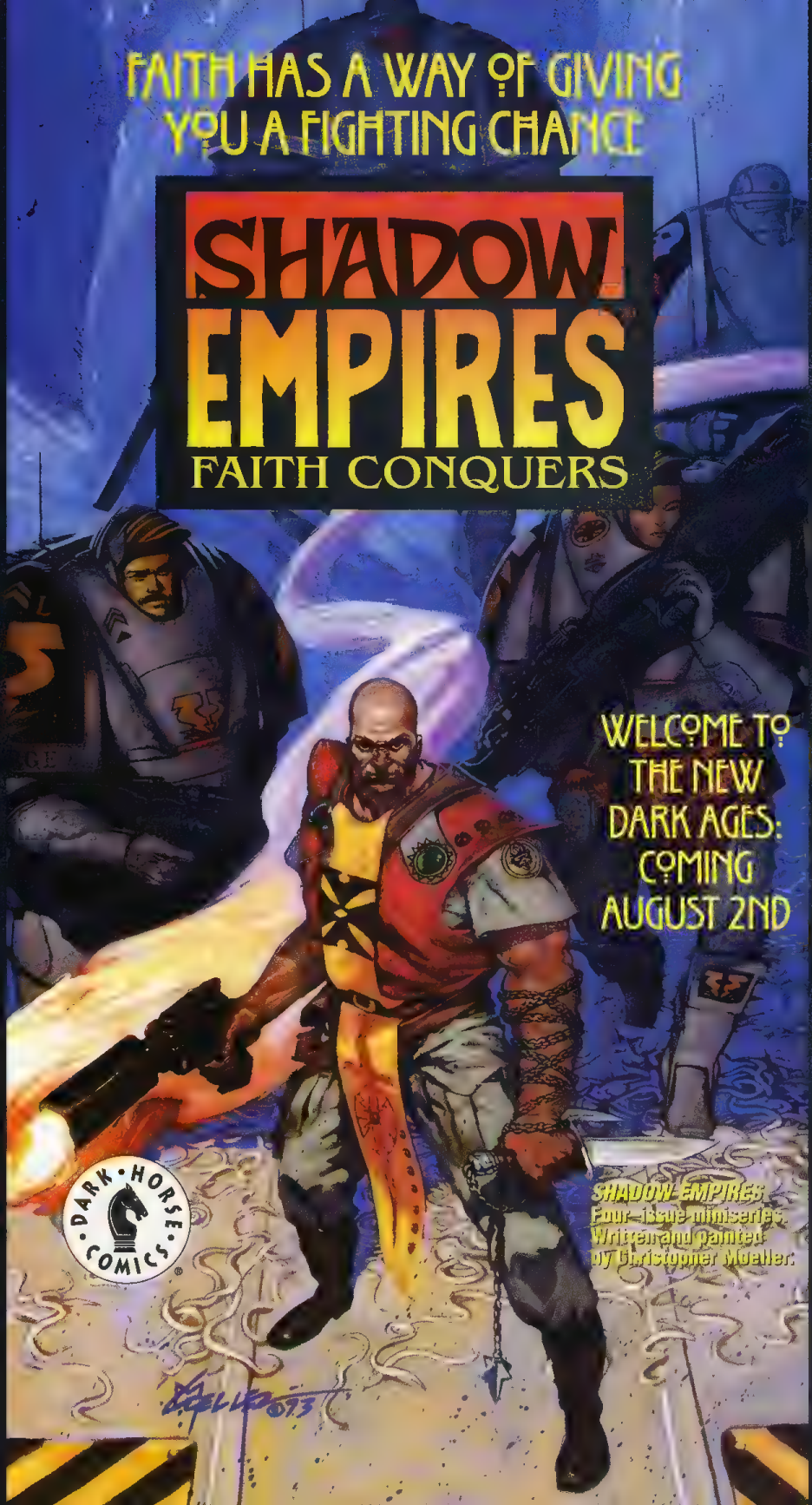
KACHUNG
KERRACK
THAT'S A HOME-RUN, ROBIN HOOD.

YOU DID A STERLING JOB, MECHA. IF WE HAVE ANY MORE TROUBLE OUT HERE, WE'LL ASK FOR YOU PERSONALLY NEXT TIME.
UH, YEAH... TERRIFIC, I CAN'T WAIT...
GIVE YOU A LIFT?
NO THANKS. I'LL FLY FROM HERE.
KLONK
GET OUT OF HERE, YOU POLICE FLUNKY!
NO MATTER HOW I PAD THE EXPENSES, I'M NOT GETTING PAID ENOUGH FOR THIS.
THE END

The Way of the Flesh, a mysterious and twisted cult, has targeted Steel Harbor and - worse - the Hammerhead Bar as its latest conquest. But the Hammerhead has its own defender: Avram Roman, better known as *The Machine*! Don't miss The Machine: "Under My Skin," written by Eric Luke (*Ghost Special*) and pencilled by Howard Cobb (*Virus*, Predator: "Blood on Two-Witch Mesa").

Also, don't miss part 2 of Aliens: "Mondo Pest." A wounded Herk Mondo escapes from the underground hive, but finds the terraformer colony overrun with Aliens!

Look for this terrific cover by Ted Naifeh, on ***Dark Horse Comics*** #23, exploding on the stands July 26, 1994!


FAITH HAS A WAY OF GIVING YOU A FIGHTING CHANCE
SHADOW EMPIRES
FAITH CONQUERS
WELCOME TO THE NEW DARK AGES: COMING AUGUST 2ND
DARK HORSE COMICS
SHADOW EMPIRES
Four-issue miniseries.
Written and painted by Christopher Moeller.
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WHEN ABSOLUTE POWER CORRUPTS, IT'S ABSOLUTELY DEVASTATING!

WILL TO POWER

THE ULTIMATE POWER TRIP

TWELVE WEEKS, TWELVE BOOKS, TWELVE BUCKS!

THE WORLD'S GREATEST COMICS!™

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THE BEAUTY
of the comics market is
its freedom of expression.

IT'S AS FREE
a market as you're
going to find anymore.

SO WADE
out of the muck and
try something different!

CHOICES ARE
wasted if you don't
make a decision.

CHECK OUT YOUR OPTIONS
AND MAKE THE BREAK!

DARK HORSE COMICS®

THE WORLD'S GREATEST COMICS!™

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THIS IS BADGER!

THIS IS BADGER!

CONFUSED? So's

BADGER™

We're launching two NEW BADGER series this July, 'cause one comic just can't contain all his multiple personalities! Catch:

***BADGER: SHATTERED MIRROR* #1**
Art by Jill Thompson
and
***BADGER: ZEN POP FUNNY-ANIMAL VERSION* #1**
Inked by Val Mayerik. Color cover & pencils by Steve Butler.

They're both written by MIKE BARON, and that should be reason enough to get 'em!

MAKE THE BREAK

SHIPPING IN JULY!

DARK HORSE COMICS®

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FINISH LINE

There's nothing quite like the glazed, half-patronizing, half-confused expression people give you when you tell them that you edit comic books. You meet someone, strike up a conversation, and invariably the question comes up: "What do you do?" If you answer, "I edit comic books," you'll get that look. Every time.

If you say you write comics, or draw comics, people think they have an idea of what you're talking about: comics artists draw their pictures in those little boxes, and the writers then come along and put words in the bubbles above the characters' heads, right? But editing?

"You mean you check to make sure the words are spelled correctly?"

Well, yeah. That, and about a million other things — no one of which sounds particularly difficult, but taken together can add up to the equivalent of sorting garter snakes from rattlesnakes… in the dark. It's nerve-wracking, time-consuming, potentially disastrous, and you can never tell how well you've done your job until it's too late. You think I'm exaggerating? Okay, I am — a little. Am I complaining? Not a bit.

Sure, it's possible to screw up and be an accomplice to creating a mess. An editor can pair a writer with an artist who refuses to draw what the writer has called for. Or an editor can team a penciller with an entirely inappropriate inker. At worst, an editor can sleepwalk through a project and end up with a story that the readers find boring. But, when everything comes together, the editor can feel proud to have had a hand in helping to create something that everyone is happy with.

Unfortunately, many things can go wrong that are beyond the editor's ability to control. Things like changes in publishing schedules, packages lost by shipping companies (though this — once a favorite freelancer excuse for lateness — is becoming a rarity in these days of minute-to-minute computerized tracking), and, general freelancer tardiness. For instance, if the penciller on a project is late, it may force the inker to bow out in order to meet his or her commitments to another project — which means the editor is on the phone, scrambling to find a new inker. And, possibly, a new letterer and a new colorist.

So, what sort of things *do* fall within an editor's control? Well, say a writer forgets a pertinent story point and leaves a gaping hole in a plot; the editor sees that the hole is repaired — even if it means rewriting script pages his- or herself. If a letterer mistakenly assigns one character's dialogue to another, the editor puts the balloons back in their correct order. If a colorist inadvertently mis-codes a character's Y5R3B3 hair (brown) as Y5R1B3 (almost green), you-know-who has to change the character's hair back to the right color.

Plus, there are lots of tasks that do not have anything to do with actually editing the material that are still the editor's responsibility: maintaining budgets, tracking vouchers and contracts, writing solicitation copy, working with marketing to come up with ad copy, writing letter columns, chaperoning visiting freelancers, and writing columns like this one.

The editor is the go-between for the company and the creator. With a foot in both camps, the editor must always keep the company's best interests in mind, while at the same time keep the freelancers happy and committed.

The editor is the bridge between the writer and the penciller, the penciller and the inker, etc., on down the line.

Depending on the situation, the editor is sometimes the freelancer's best friend, sometimes his or her worst enemy. Part cheerleader, part offensive guard; part father confessor, part nagging parent; part commiserator, part demanding boss. A stick in one hand, a carrot in the other, an editor becomes adept at using both, and, hopefully, at knowing which one to use when.

But, as far as editing actual material is concerned, the most important role the editor plays is that of you, the reader. The editor must put himself in the position of a first-time reader — someone who knows nothing about the characters or the situations in the comic. Does the story make sense? Is it clear who the characters are and what part they play in the story when they first appear in panel? Does the dialogue ring true? Is what's happening in the story entertaining? Is the reader made to feel involved with the characters and their plight? Do the events on each page make the reader want to go on to the next?

One thing is for sure in all of this: every editor has his or her own way of sorting the garter snakes from the rattlers. Next month we'll hear from an assortment of your favorite editors here at Dark Horse on how they avoid getting bitten.

—Randy Stradley

JUNE CHECKLIST

SHIPPING JUNE 7

- ❑ CLASSIC STAR WARS #20
- ❑ CREATURE FROM THE BLACK LAGOON COLD-CAST KIT
- ❑ DARK HORSE DOWNUNDER #1
- ❑ IAN FLEMING'S JAMES BOND 007: SHATTERED HELIX #1
- ❑ JOE R. LANSDALE'S BY BIZARRE HANDS #3
- ❑ RACK & PAIN #4
- ❑ TITAN SPECIAL #1

SHIPPING JUNE 14

- ❑ ALIENS: STRONGHOLD #2
- ❑ ATLAS #3
- ❑ DARK HORSE PRESENTS #86
- ❑ DARK HORSE INSIDER #31
- ❑ INDIANA JONES AND THE GOLDEN FLEECE #1
- ❑ JOHN BYRNE'S NEXT MEN #26: POWER #4
- ❑ MADMAN COMICS #2
- ❑ OUT OF THE VORTEX #9
- ❑ WILL TO POWER #1

SHIPPING JUNE 21

- ❑ BARB WIRE #3
- ❑ CARAVAN KIDD PART 3 #2
- ❑ ENEMY #2
- ❑ GRENDEL TALES: THE DEVIL IN OUR MIDST #2
- ❑ HELLBOY: SEED OF DESTRUCTION #4
- ❑ STAR WARS: DROIDS #3
- ❑ WILL TO POWER #2
- ❑ X #5

SHIPPING JUNE 28

- ❑ CATALYST: AGENTS OF CHANGE #5
- ❑ CLASSIC STAR WARS: A NEW HOPE #1
- ❑ CLASSIC STAR WARS VOLUME ONE (TRADE PAPERBACK COLLECTION)
- ❑ DARK HORSE COMICS #22
- ❑ HELLHOUNDS: PANZER COPS #5
- ❑ JONNY DEMON #2
- ❑ MARTHA WASHINGTON GOES TO WAR #2
- ❑ PREDATOR: BAD BLOOD #4
- ❑ THE SHADOW #1
- ❑ WHITE LIKE SHE #2
- ❑ WILL TO POWER #3

GHOST™

SHE LOOKS LIKE A DREAM AND PACKS AN AUTOMATIC!

COMICS' GREATEST WORLD™

SHIPS IN JULY!

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